



# TAGER MANIFESTATION

## ATTRIBUTES/FEATS

AGI

PER

STR

TEN

FEAR FACTOR

REFLEX

ACTIONS

MOVEMENT

MPH  
WALK

Y/T  
SPRINT

Y/T  
CAUTIOUS

REGENERATION

ARMOR

TRAUM / PROJ

VITALITY

FLESH

LIGHT

AS NORMAL

MODERATE

AS NORMAL. ARMOR AND REGEN IS CUT IN HALF.

SERIOUS

AS NORMAL. RATE OF REGENERATION IS CUT IN HALF. AND ARMOR IS NOW USELESS.

DEATHS DOOR

UNCONSCIOUS RATE OF REGENERATION IS CUT TO QUARTER. ARMOR REMAINS USELESS.

WEAPON

RNG

DMG

SHT

RNDS

SPECIAL RULES

LIMIT WEAPON

RNG

DMG

SPECIAL RULES

## SPELLS BY ORDER

1ST ORDER

TYPE

EFFECT

COST

PG

2ND ORDER

TYPE

EFFECT

COST

PG

3RD ORDER

TYPE

EFFECT

COST

PG

GEAR CARRIED

GEAR OWNED

GAME NOTES